

Denver Extended Regional Pool – Overview

League Operator:

Ben Caraher
(303) 656-0193

Venue:

Zoosters Pub and Pool Hall
300 Nickel St.
Broomfield, CO 80020

Schedule:

Sundays, 6:30pm
Fall Session Start Date: 9/22/24

Overview:

Denver Extended Regional Pool is the first pool league sanctioned by Havoc Billiards. Havoc is a billiards enterprise that aims to improve the game by bringing better incentives to competitive pool, such as paying back 100% or more of league dues, adding money to tournaments, and rewarding ethical behavior within the community. The Havoc model is designed to provide players of all skill levels with the opportunity to benefit from their participation in Havoc.

DERP is essentially the beta test of the Havoc league model. Havoc intends to use the feedback from the Zoosters division to assess the integrity of the design and determine the appropriate path forward. If the model functions as intended, and the league is well-received by the participants, Havoc will strive to expand its league presence and invest further into the development and improvement of its operations.

League Structure/Format:

DERP is a team league. The minimum number of players required for a team roster is five, and the maximum allowed is ten. On a given league night, each team will play against an assigned opposing team, and six individual player matches will be played. These shall consist of two 8-ball matches, two 9-ball matches, and two 10-ball matches.

Player matches are subject to handicapping based on the determined “skill class” (C, B, A, AA, or AAA) of each player (see match handicapping). Any player from a team is allowed to play two matches during a given team match- as few as three players, or as many as six, may play to satisfy the weekly requirement. However, there is a deterrent in place to discourage teams from double playing stronger players...

Match Handicapping:

Havoc uses a skill level system – the Havoc Power Index – which assigns a value between 0 and 1000 to Havoc participants. A player's Power Index determines that player's assigned skill class (C, B, A, AA or AAA) and the number of racks needed to win a match:

Power Index	0-400	400-600	600-700	700-800	800-1000
Skill Class	C	B	A	AA	AAA
Games to win	2	3	4	5	6

Any player may play twice during a given team match. ***However, if a player of skill class A or higher double plays, that player will be required to win an additional rack during his or her second match:***

Skill Class	C	B	A	AA	AAA
Games to win	2	3	5	6	7

This additional handicap is meant to discourage teams from double playing their strongest players. There is no handicapping penalty for double playing a C or B player.

The Havoc Power Index is designed such that a skill level of 500 represents the “average” competitive league player. This is considered to be roughly equivalent to a Fargo Rating of 400, an APA skill level of 5, NAPA skill level of 60, or BCA/VNEA skill level of 8.

Team Rankings:

Each player match will result in a distribution of team points as follows:

Result	Winner's Points	Loser's Points
Sweep	12	0
Win (no sweep or hill-hill)	9	3
Hill-Hill	9	6

Additionally, each break and run completed by a player during a match will result in an extra point to that player's final score.

Overall team performance will be based on cumulative match points, but will also be weighted by team performance in each individual game (8, 9, and 10 ball). Therefore, the maximum possible payout is achieved if a team finishes first in all four of these categories.

Dues, Payouts, etc.:

Havoc is fueled by a blockchain project, Lab91, and its native cryptocurrency- Fold (\$FLD). Havoc's investment in Lab91 provides rewards in the form of interest that allow Havoc to operate with generous policies such as 100% payout of league dues, added money to tournaments, and professional sponsorships. Players are encouraged to utilize the \$FLD token for Havoc-related transactions as it supports the ecosystem and brings additional value to the operation of Havoc.

Participation in a session of DERP requires an entry fee equivalent to \$100 USD per player. This may be paid in US dollars or cryptocurrency. Upon completion of the session, Havoc will distribute payouts to each player in the form of \$FLD, which can be converted to USD through cryptocurrency exchanges, held as an investment, or used for participation in subsequent Havoc events. Furthermore, Havoc guarantees that 100% or more of the total collected entry fees will be redistributed to the participants after each session; the total amount paid back to participants will be greater than or equal to the USD equivalent of the initially collected dues.

This means that the price volatility of cryptocurrency poses no risk to the players. If the price of \$FLD decreases during the league session, Havoc will cover the loss by contributing the amount of \$FLD necessary to achieve 100% payout.

To support the venue, teams are required to pay greens fees. Each team will provide \$15 in cash to the venue per weekly match.

Rules:

General:

- Rack your own
- Alternate breaks
- Lag for first break
- Cue ball fouls only
- Teams flip a coin, winning team chooses to put up the first player or defer to opposing team
- When a team puts up a player, that team chooses the player and the game

8-Ball:

- Rack must have a solid and a stripe in the back two corners
- Open after the break
- 8-ball on the break results in a spot or re-rack (breaking player decides)
- A scratch on the break results in ball in kitchen, all other fouls result in ball in hand
- Call pocket
- A scratch on the eight ball shot is not a loss unless the eight ball is also pocketed
- Pocketing the 8-ball early results in a loss

9-Ball:

- 2-ball must be placed in the back of the rack
- 9-ball on the break spots
- Push outs are allowed
- Call pocket for the 9-ball, slop counts on all other balls
- If the nine is called but not pocketed, the opposing player may choose to accept the layout or force the previous shooter to keep shooting. This rule does not apply if the nine ball is the only ball on the table prior to the shot.
- Three foul rule applies only to matches in which **both** players are ranked A or higher. In cases where one or more players are ranked below A, the three foul rule may apply if both players agree to implement it.

10-Ball:

- 2-ball and 3-ball must be in the back two corners of the rack
- 10-ball on the break spots
- Push outs are allowed
- Early 10-ball spots
- Call a ball in a pocket for all shots
- If a player fails to pocket a called ball, but pockets one or more other balls, that player's opponent may choose to accept the resulting layout, or give the turn back to the previous shooter.
- Three foul rule applies only to matches in which **both** players are ranked A or higher